Generic Logic Model

Use the Text in each block to guide your development of a project-specific logic model.

PROBLEM

The problem is defined in relation to OJJDP's mission

- the following:
 1. Juvenile
 Delinquency;
- 2. Youth victimization;

and must be one of

3. Improving systems/programs to address either problem 1 or 2 above

Goal(s)

The goal must be defined in relation to OJJDP's agencylevel goals which are:

- 1. Prevent and reduce delinquent behavior and victimization:
- 2. Promote public safety by encouraging accountability for acts of delinquency;
- 3. Address juvenile crime and victimization by supporting effective programs and practices.

sub-PROBLEM(S)

This is the specific problem that the program/initiative will address.

What is the problem or issue that the program/ initiative is designed to address?

Objective(s)

A specific and measurable statements regarding what the program/initiative will accomplish What will the program achieve?

ACTIVITIES

A general listing of the program efforts (events and actions) conducted to achieve its objective(s).

What will the program do? For example, does your program offer direct prevention or intervention services to youth or families, conduct needs assessments, or provide training or technical assistance?

OUTPUT MEASURES

These are measures of the program/initiatives process or implementation. The data demonstrate the implementation of the program/initiative's activities.

What did the program produce? Measures commonly include the numbers of youth and/or families served, number of service hours completed, and numbers of hours of training provided.

OUTCOME MEASURES

These are quantitative measures of the initial results of the program a. They are typically measured as of the end program.

This typically includes changes in knowledge, attitudes and awareness.

How, and how much, have participants (or participating entities) changed by the end of the program/initiative?

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